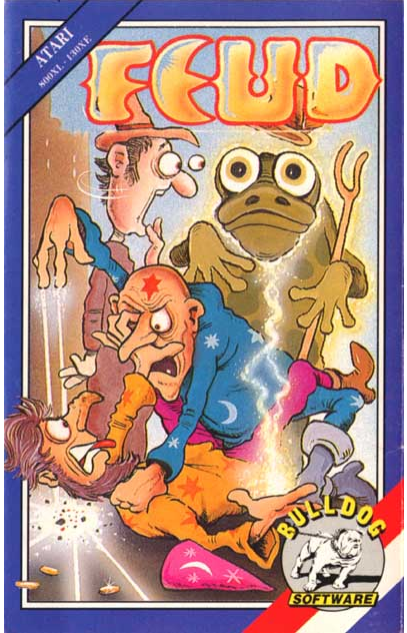
ATARI
400/A - 800/XL
FEUD
BULLDOG
SOFTWARE

THE STORY

"No one knows 'ow long they have been 'ere; even old Albert don't recall 'em comin' an' 'e reckons 'e might be over 'undred! We didn't mind when they kept themselves themselves. I mean, all we want is a bit o' peace an' quiet an' leave to go about our business. We're simple folk 'ere in Little Dullford and we can't be doin with magic an' spells. I never did 'old with folk meddlin' in things best left alone. We'd see 'em o'course; in the forest pickin' toadstools an' suchlike, or p'raps one would pop into Tubby Hiekes shop for 'erbs an' stuff, but by an' large they left us normal folk alone, and that's 'ow we like it.

They'd 'ad arguments before, we all know that. Well, readin' them magic books all day they can't be right in the 'ead can they? Anyway, two summers back, or maybe three (I remember because that was the year Albert's donkey died), old Leanoric (he's the older one I think), he turned 'is brother Learic into a frog! His own brother! but he turned 'im back after a week an' at least they didn't bother us.

Two weeks back, all this changed; first the forest went quiet for a few days, not even a sparra' dared to make a sound. Then the noises began, first shoutin' then all manner o' bangs, explosions and things best not thought about. Yesterday, old Leanoric upped an' left an' moved to another 'ut on t'uther side o' village. Hieke (Who knows 'em better'n most), reckons they's about to start a feudin' an' woe betide the poor soul who gets in their way." That's as maybe but there's strange things afoot in this 'ere village an' no mistake. It don't take no fancy book learnin' to figger we 'aint seen the last o' this, you mark my words."

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THE GAME

You take the role of Learic and playing the game is simply a matter of moving through the Kingdom collecting ingredients to make spells. You are then able to mix these spells and use them against your opposing Wizard LEANORIC, but remember he is doing the same and is out to destroy you.

LOADING INSTRUCTIONS

Press PLAY on cassette recorder. Hold down START button while switching on the computer. Press RETURN, program will now load.

CONTROLS

Joystick only

HINTS

Mixing Spells

Stand in front of your cauldron. Press fire button and move the joystick left and right to turn the pages of the spell book. When the book is open to the required spell, release the fire button. If you have both the ingredients, this is shown in red lettering in the spell book, the spell will be mixed and you will be armed with it.

Casting Spells

To cast a spell you need to be armed with it. This is done at the mixing stage: Push the joystick up and release the button to cast a spell. Some spells may be used only once whilst others may be used a number of times. Different spells can be cast by turning the spell book pages whilst holding down the fire button, similar to mixing spells.

Spells and their Ingredients

SPELL	INGREDIENTS
1. TELEPORT	DANDYLION & BURDOCK
2. PROTECT	PIPERWORT & RAGWORT
3. SPRITES	SNAPDRAGON & TOADFLAX
4. ZOMBIE	DEVILSBIT & BONES
5. SWIFT	SPEEDWELL & MAD SAGE
6. FREEZE	BIND WEED & BOG WEED
7. DOPPLEGANGER	FOX GLOVE & CATSEAR
8. INVISIBLE	CHONDRILLA & HEMLOCK
9. REVERSE	THISTLE & SKULLCAP
10. HEAL	BALM & FEVERFEW
11. FIREBALL	DRAGONSTEETH & MOUSETAIL
12. LIGHTNING	CUD WEED & KNAP WEED

COLLECTING HERBS

Stand in front of the herb and walk towards it. The Wizard will bend down and pick it up. Successful picking of the herb will be shown on the spell book.

SOME IMPORTANT POINTS

1. You can enter teleport at any time.
2. Offensive spells (Sprites, Fireball, Lighting) can be dodged, but you cannot simply run away from the attack ... You are not a coward.
3. Villagers and Travellers can be changed into Zombies
   Villagers being of low intelligence are more susceptible to orders when in a Zombie state and will walk in the direction you indicate but won't leave the limits of their own territory.
4. Compass points to Leanoric.